

Hit The Beach!

The Southern California ASL Club Newsletter



August 2002 Volume 7, Number 3

The President's Corner

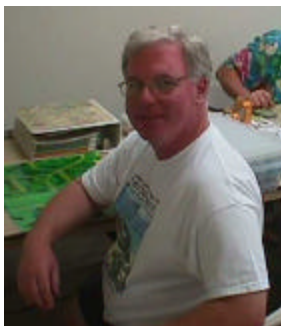
by Jim Aikens

Well, the dog days of summer are upon us and with them, another One Day Tournament is approaching. We will be returning to Biola University in La Mirada on August 10th for our "Red Barricades" theme tournament. I'm pleased to say we had an outstanding turnout for our Spring One Day Tournament, held at Scott Thompson's house in Fullerton. Twenty four Club members showed up, sampled Matt Romey's home-brew, played and ate some great food...did I mention the home-brew? It was a huge success. I want to thank Scott Thompson for hosting us (on his wedding anniversary no less), Rob Hammond for running the tournament and providing the excellent scenarios, Matt Cicero for serving as 'grill master' for the day, and Matt Romey for bringing a very fine batch of home-brew. Congratulations also go to Matt Romey for winning the tournament.

When I took over the leadership of this Club, I set an agenda for our Club: "To promote, support and expand the ASL hobby". I think that pretty much sums up what we're about, and where we're going. But setting a goal is a relatively easy thing. So, I decided to take a closer look at that goal to see how we're doing. Basically the goal comes in three parts:

Support: I think that our Club lends support to the hobby in some very productive ways. First, there's our award-winning Web Site. This is our 'home base' and is an excellent reflection on who we are and what we do. On it, you can get information about ASL, our Club, our members, links to other sites, issues of *Hit the Beach!*, new member information, upcoming events, scenario AARs, and much more. Paul Simonsen has done an outstanding job both setting up the site and keeping it up-to-date with all the latest information. Second, there's our quarterly newsletter, *Hit the Beach!*. How many clubs can boast of a full-color newsletter packed with great ASL stuff? We run articles on tactics, scenario analyses, product reviews, historical articles, games, jokes and interviews. Matt Cicero has done a terrific job as editor. Between these two efforts, I think we lead the way among ASL clubs in support for our hobby.

Expand: One of my primary efforts earlier this year was to launch a program to expand our membership. What we've created, with the help of our Regional Directors, Scott Thompson, Rob Feinstein and Rob Stai, is an outreach program for new players and members. Here's how it works: starting in August, we'll be putting business cards with our Club info at various in-store ASL displays in Southern California. New players (or old players who are new to the Club) can contact us, either directly from the cards or through our



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Marching Orders

by Matt Cicero

Ah yes, summer is in full swing here in Southern California...the weather is beautiful, the beaches are crowded and we ASLers are still hunkered down in our homes, squinting at our counters under artificial lighting.

This issue of *HTB!* has as its centerpiece a terrific article from our own Robert Hammond on Prisoners and Unarmed units. Robert has taken a break from his Design Your Own Rules efforts to bring us a well-researched look at this often confusing set of rules. Robert has also constructed a pretty thorough brain teaser for us to test out our new-found prisoner/unarmed unit knowledge. Thanks Robert!

WCM VI is fast approaching folks. The premier ASL event in the West is less than 6 months away and I am already getting charged up about it! We are going to be invading the LAX Embassy Suites again, starting with the Early Bird Event on Thursday, January 30, 2003. We have a full weekend of fun in the planning and there just may be a few surprises in store for everyone! Start marking your calendars and making your travel arrangements...you won't want to miss this year's excitement. Stay tuned to our website for updates and look forward to the Pre-Registration packets that will be emailed out in November. If you want to be sure to get a Pack, send an email to us to get on our mail list.

Send to: President@socalasl.com

Last newsletter, the FRASL-SoCal VASL Slugfest was in full swing. A Best of 7 matchup between two of the hottest ASL Clubs south of Canada. I'll let Matt Romey, Head Tomato of the Sun-Baked Boyos of the Beach, fill you in on events...

[In a mail to our most worth adversaries, the Oxygen-Deprived Champions of the Rockies. -ed.]

"Guys, I would like to thank Tom and all the FRASL crew for initiating this fine contest. Regardless of who won, 14 of us got to meet opponents whom we had never played before, which is the real reason behind such an endeavor. (Well, I'd played Repetti before, but that's another can o' worms. I'm hoping to make the short, legendary list of Repetti nemeses. Two and oh, and he still wants to come back for more of the

R o m i n a t o r .

Bring it baby!)

Anyway, I received nothing but compliments from my side on the FRASL opponents. Thanks for making this a pleasant experience for all of the SoCalers who participated. Plus, it doesn't hurt that we can now call ourselves "Kings of the West." Has a nice ring to it, don't you think?"



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The Joy of Playtesting

By Jim Aikens

As I mentioned in the 'President's Corner' we've really put an emphasis this year on playtesting.

I have a confession to make; up until 2 years ago, I had about as much interest in playtesting as I did in watching the movie "Steel Magnolias". (*but Jim, you told ME you loved Magnolias...and Fried Green Tomatoes, too... -ed*) My logic was: "With a finite number of gaming hours, why would I want to spend time playing a scenario that is probably unbalanced?". Besides, I'm not the analytical type. I wish I was, but I'm not. And to be completely honest, I'm not always proud of my level of play. I might get a win, but it might be a butt-ugly, pull it outta my ass kind of thing. Worse, it might be a pull it outta my ass loss! I sometimes feel my play is like sushi, something that shouldn't be looked at too closely.

Then about 2 years ago I was at ASL Oktoberfest, talking to Pete Shelling about his set of Kursk scenarios. I wanted to include them as part of WCM IV, but they wouldn't be published in time. He was willing to give them to me, but I felt I needed to do something in return. So I offered to serve on his playtest team. If you want to endear yourself to a designer, offer to playtest one of his designs. You'll have a friend for life. I playtested one of the scenarios, and it was great fun. As it turned out, those scenarios were well 'seasoned', as Matt Romey puts it, and with a few tweaks, were ready for prime time. Last year, I again served on Pete's playtest team, and was well rewarded by the experience.

I came to some new conclusions about playtesting.

First, with regard to wasting time on a potential unbalanced dog; I've nearly fallen asleep playing some scenarios that were balanced, but just not fun. I came to the realization that all ASL is good. My best ASL experiences had much less to do with play balance than they did with just being fun. Besides, just because a scenario is in playtest, it's not necessarily a dog. Often these scenarios are well thought out or well 'seasoned' and require very minor adjustments. They may simply need confirmation that the current adjustments are correct.

Second, there's a certain warm-fuzzy feeling I get when I playtest a scenario. Not only did I have fun playing, but also I feel like I accomplished something. In a small way, when you playtest, you feel like you've contributed to the hobby, at least in some incremental way.

Third, you get to play stuff that's on the cutting edge. You get to see what everyone else will see in a year, or more. To me, there's something cool about that.

Fourth, you're giving affirmations to the guys who need it

most, the designers. Think of how many ASLers you know. How many of them have designed and published a scenario? How many of those few have published a great scenario? I think guys like Pete Shelling and Chas Smith, who have kicked out some truly great scenarios, deserve all the support we can give them.

So what's my point to this? Very simple; as a member of the SoCalASL Club, and a member of a vibrant growing hobby, ask yourself what you're doing to make our hobby better. If the answer is, 'Not much, but I'd like to do something', consider playtesting. It doesn't take much effort, its fun, and you don't have to be an expert player, since most developers feel playtesting needs to be done by a broad spectrum of player levels to best catch all the glitches. If you haven't tried playtesting and would like to, contact Matt Romey (matt.romey@terumomedical.com), or keep an eye out for our next 'Playtest Day' at Brookhurst. You won't be sorry.

Red Barricades Tourney !!!

We are heading back to Stalingrad this Saturday, August 10 at Biola University! Paul Simonsen has secured our favorite location for the day and Jim Aikens has set up the tourney format. We are going to have a choice of scenarios this time. You can either play two smaller RB scenarios or one big one. Either way, you'll be competing for the title of Master of Stalingrad using Jim's devious and inscrutable point system!

In order to get the most out of the day, we want to encourage a few things...

- Look over your RB rules...trust me, you forgot something.
- If you want to play the "big one" (RB2: Blood and Guts) then make sure you have a Russian setup ready to go BEFORE you arrive on Saturday.
- If you bring something to drink, we'll have the Big Blue Cooler to keep it fresh. But please, no alcohol or the nuns of Biola will swack our wrists with their rulers!

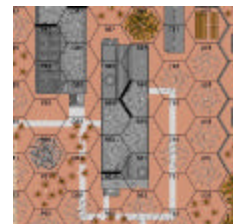
As usual, EVERYONE is gearing up to be there on Saturday. Heck, Chuck Hammond flew from Germany to attend!

Remember to bring your club dues if you haven't paid (\$15) and the One-Day Donation (\$10 non-member, \$5 member). Of course, if you pay your dues, you automatically get the reduced One-Day rate!

If you need directions, check out the club's website:

www.socalasl.com

See you there!!



Roll Call ! ...Bryan Earll !

HTBI: Where are you from? Any military experience?

BE: Grew up in La Jolla, CA and moved to Arkansas as a senior in high school. Attended Arkansas State University graduated and worked for a time in Little Rock where people said I looked like the nefarious brother of Bill Clinton, Roger... Following a job offer in Los Angeles, moved in 1988 to Monrovia where I have been ever since. Recently started my own business, Apex Fasteners, also located in Monrovia, primarily selling wholesale fasteners to manufacturers around the world.

I grew up in a family of career Air Force men. Great grandfather barnstormed across the Midwest, grandfather flew to honors in Korea, and my father was an MIA listed pilot shot down in Vietnam. Consummate Air Force brat, flew to parts all over the US as free travel for families was then the policy. Plenty of time spent in cockpits in the copilot seat because it didn't take long for the service men we flew with to know my dad was MIA... Highlight: flew in Air Force 1 (sans the Pres). The war ended, though, before my number came up...

HTBI: What got you started with ASL? When?

BE: Started playing Panzer Blitz, Feudal, Arab Israeli Wars and Squad Leader as they were released by Avalon Hill in the 70's and early 80's. When ASL was released I bought the game and played it with friends in College and Little Rock. Been playing ever since.

HTBI: How did you learn the game?

BE: Well, I was pretty much self-taught with one of my friends Matthew Barnett and I arguing relentlessly over the rules. It wasn't until we went to an OrcCon event at LAX that we actually "learned" the rules and I would have to say that at every tournament I learn something new again.

HTBI: Why do you like ASL over other games/forms of entertainment?

BE: Variety.

HTBI: How do you like to play ASL? FtF, Tourneys, VASL...

BE: I prefer sitting across the table from a friend nursing a beer.

HTBI: Do you like to play Fast? Slow? Medium?

BE: I like to play at a comfortable pace. I would say that the scenario choice is indicative of the speed of play. Simple scenarios I play quickly and complex ones more slowly.

HTBI: Do you have any pet peeves about players?

BE: At tournaments when the guy you are supposed to be playing disappears....

HTBI: How often do you get to play?

BE: Used to be a couple of times a month but haven't played now in a few months.

HTBI: Let's talk about some of your favorites in ASL...

Favorite Vehicle? Favorite nationality?

I like to play with weenie tanks and nationalities. I probably enjoy the early war scenarios the most...when it was hard to damage an opponent and the 37* tank with a 1 point Armor Factor rules the world...

Favorite Tactical Situation? Why?

Favorite tactical situation is when I get you to be the attacker on any scenario in a tournament.

Favorite Scenarios?

*For Honor Alone (82), Denouement (TOT32), Red Barricades Campaign Game (never finished), Into the Valley (CH19)...*mostly because I have had a really good time playing these.

Favorite product produced to date? Why?

My favorite ASL products produced to date are the flow charts for OBA and Overrun...ended all the arguments...

HTBI: What do you think about DYO? Ever tried it?

BE: Tried it...I'd rather make up a scenario. Don't use it much for scenario design...winging it is more my style.

HTBI: CG versus one-shot games...any preference? Why?

BE: I prefer campaign games because no one dice roll wins the game (mostly, as I once had a 10-2 go Berserk on the first shot of a game...he then ordered his troops to drop their kill stack weapons and follow him to certain death.)

HTBI: What Would You Like To Try Next?

BE: Finish the playtesting on 3 of my scenarios and call them done as I've been working on them for years...

HTBI: Any Final Comments?

BE: That's about it...

Thanks Bryan!



Taking the Hill: Some Thoughts on Operation Watchtower

By Jim Aikens

First, I want to say how much I like this HASL module. It's different. We're talking a Campaign Game that's two biggest features are night and jungle. Besides, anything designed by our own Nadir El-Farra has to be good. I found this a welcome change after spending 18 months playing ABtF.

The module comes packed with scenarios. I've played a couple of them and enjoyed them. I've heard good comments about the others. Screw the dorks who whine about the overlays. Trust me, it's worth the effort. But my primary focus with this module was the CG and that's what I'm going to concentrate on below.

CG Overview:

This CG is relatively short, just five possible CG dates. If you're new to CGs, this may be a good one to try. You can see the light at the end of the tunnel and it's a lot easier to 'grok the essence' of the entire campaign from the start. Of the five possible CG dates, three of them are night scenarios. I know a lot of guys won't play anything with night. If you're in that category, you're missing out. It's really not that hard and it's very rewarding. There are plenty of player aides out there and some excellent articles. After a couple of game turns, it really becomes second nature and by the end of the CG you'll be a pro. Also, PTO is in effect. Tough? Not really. It's just jungle, kunai, palm trees and bamboo. We're not talking beach landings here, guys. Two things you need to remember though: 1) roll for straying; and 2) jungle hexes are never illuminated at night (unless flames result from a bombardment). Now on to the

tactical stuff...

Playing the Japanese:

The cardinal rule to remember is to be aggressive in the first CG date. Take the damn hill. There will never be a better time, you'll need the VPs, and you need to kill Marines. There are no VPs for casualties. After the first scenario, force the Marines to defend what they have of the hills. By staying on the hills they are particularly vulnerable to an enveloping attack. In other words, try always to kill Marines by failure to rout.

Playing the Marines:

When Fred Timm and I set up the Marines in the first scenario, I just kept thinking, 'crap, look at all those Jap squads'. Plus I brought in the mindset that jungle is the Americans' enemy and the Japanese' ally. That may be true in a lot of scenarios where the Japanese are stealthy and can go into Ht-H with ambush. But guess again. The Marine raiders are stealthy too and have a higher attack value. Repeatedly, throughout the CG, we launched nasty local counter-attacks with our raiders hidden in the jungle and really cut up the Japanese. I would tell the Marine player 'don't be afraid...these Marines are tougher than they look'. Also, remember to dig foxholes where you want trenches to go later. You can upgrade foxholes to trenches much cheaper than you can build them from scratch. Save the resulting FPP for wire.

Conclusion:

As I said earlier, anything done by Nadir El-Farra is going to be good. Why? Because he understands his background material...his history...inside and out. Clever modifications of existing rules, such as the FPP Barrages, model the fighting without reinventing the wheel in this HASL. Drawing perimeters is easy and logical. The VCs are well thought out and offer interesting challenges for both sides. The OB choices offer some interesting trade-offs also. There are plenty of tough choices for both sides.

Bottom line: if you haven't bought this module, you should. Between the historical map and the butt-load of scenarios that come with it (some using the historical map, others not), there's plenty of value. Also, seriously consider the CG. It's fairly short, and the map isn't that large (by RB or ABtF standards) so its much more 'space friendly' than other CGs. The CG also gives you a good excuse to learn the night rules and plenty of opportunity to use them.



Did you Know?



The term "gyrene" has been around for at least 100 years. It is a slang term that was originally used in a derogatory fashion. But like Yankee Doodle during the American Revolutionary war its use was turned into a general purpose, sometimes complimentary term. "Gyrene" is supposedly derived from "Government Issue Marine" or GI Marine. Over time the terms were combined into a single term "gyrene." It has been widely used as a nickname for United States Marines, as have Leatherneck and Devil dog.

Darryl L. Deaton
Former Staff Sergeant of Marines
MAG-16, 1stMAW, Vietnam
2nd BN, 9th Marines, Vietnam
1st BN, 5th Marines, Vietnam

The Pastor's Corner: UNARMED ... BUT UNDAUNTED!

By Robert Hammond



Ever have difficulty in deciding whether or not to take prisoners? I don't anymore, at least not after losing a scenario because of it! So, I recommend you should know your options. Why? Well, for starters, if you refuse a surrender, you invoke No Quarter (A20.3). This means you can not receive prisoners during the RtPh as broken enemy units will *always* rout away or be eliminated for Failure to Rout, even if Disrupted. No easy prisoners for you, Boy-o! Also, rejected surrender never counts for Battlefield Integrity losses. No big deal, you say? Well, you also cannot use Mopping Up. This could be critical in a scenario where building control is part of the Victory Conditions. Finally, because you invoked No Quarter, any enemy Heat of Battle 'Surrender' result makes the unit Berserk instead. Oh, and congratulations on motivating you opponents troops!

How to Get Prisoners.

Do you know how many different ways there are to receive prisoners? There are six different ways to get prisoners: Mopping Up (A12.153), HoB Surrender (A15.5), Disruption (A19.12), Surrender in the RtPh (A20.21), Capture in CC (A20.22), and Capture in CC during the MPh, (A20.54). Remember, if you invoke No Quarter, the first four ways are no longer available. Well, okay, the third way is a lot harder but still doable as you now have to enter the Disrupted unit's Location to pick them up! Here's a look at each of the different ways you can acquire some newfound friends.

Mopping Up.

Mopping Up is only used in buildings. To use Mopping Up, there can be no unconcealed, unbroken enemy units in the building. A MMC must go TI at the beginning of the PFPh while in the building *and* within two hexes of all ground level Locations of that building. Since some buildings are larger than others, it may take more than one MMC to pull this off. Both Rubble and Blazes are not considered building Locations. The following happens *immediately* after announcing Mopping Up: Any HIP units in the building are placed on board Concealed, all Dummy stacks are removed from the building and concealed units in the building stay concealed. If there are any Concealed enemy units when you are done, your opponent gets to make a Search Casualty dr (A12.154). If the *only* enemy units that remain are *all broken*, these units surrender, even if there is no stairwell, to the Mopping Up MMC of your choice.

HoB Surrender.

HoB Surrender cause a unit to become broken, if not already broken, and to *immediately* surrender to a Known, Good Order enemy unit. If no Known, Good Order enemy units are ADJACENT, the unit becomes Disrupted. Please note, some units *never* disrupt but always go Berserk! Want to know which units those are? Take a look at A15.5!

Disruption.

In addition to a HoB Surrender result, disruption occurs when an unbroken unit fails a MC by greater than its ELR *and* that unit can *not* be replaced by a lower quality unit.

[EX: A HS with an underlined ML which fails a MC by > its ELR becomes Disrupted. A squad with an underlined ML which fails a MC by > its ELR splits into two broken HS. If a squad with an underlined ML fails a MC by > its ELR *and* its a casualty MC, the squad becomes a broken HS.]

The units that do not disrupt this way are the same as for a HoB Surrender with the addition of US Marines and PRC. Disrupted units automatically surrender at the end of *any* phase to an ADJACENT Known, Good Order enemy unit. If you are in a hurry, you can pick up Disrupted units on the run. During your MPh, your Good Order units can move into a disrupted enemy unit's Location and capture them without expending any additional MF. However, this is a Concealment Loss activity. If No Quarter has been invoked, to capture a disrupted unit, your unit must move into their Location and attempt a Capture in CC During the MPh.

Surrender During the RtPh.

A broken unit that is *either* routing away from a Known, Good Order enemy unit and subject to Interdiction or Encircled, surrenders instead of routing away. Watch out when an enemy unit with a SW surrenders, routs away, or is eliminated. A Good Order enemy leader in the same Location is allowed one Recover dr *each* phase (A4.44).

Most players don't know all the details about these last two options. Think you know 'um? Let's take a look!

Capture in CC.

Players are familiar with a capture attempt in CC. Did you know you can use the *red numbers* in a CC Capture attempt if allowed to use H-to-H CC? Don't forget, if attempting to capture Inexperienced Troops (i.e. Unarmed, Green, or Conscript), you qualify for a -1 DRM in CC (A19.35). However, if your Final DR is equal to the number you need, your opponent selects which *one* unit is captured with no random selection (A20.22). This means a squad becomes a HS and you receive an Unarmed HS.

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Capture in CC During the MPh.

Unarmed units can be captured by Infantry or Cavalry entering their Location and engaging in an *immediate* CC attack *during the MPh*. Before this CC attack can take place, the Infantry or Cavalry must survive all of the following attacks in the entered hex: Residual FP, NOBA, Rocket, Harassing Fire, HE Concentration, WP FFE; Mines, Panji, Tiger Traps, Fire Lanes, Thrown DC, MOL (Projector), and FPF -- in that order. If the entering unit is still alive, other units outside the Location can First Fire, SFF, and FPF. If the Infantry or Cavalry survive all of this, then they can attack the Unarmed unit. If you don't eliminate or capture *all* of the *Unarmed* units with this attack in the Location, the moving unit(s) may not move any farther and they, with any remaining Unarmed unit(s), are placed under a Melee counter (A20.54); however, any armed enemy units in the same Location are not placed under the Melee counter! One more useful bit of info: Berserkers can never take or be taken as prisoners (A20.2). Berserkers have this nasty habit of committing a Massacre against Unarmed units in their Location (A20.4). For that matter, most units that do not Disrupt may freely commit a Massacre.

Slimy Surrenders.

The Geneva Convention kicks into overdrive when a unit surrenders. So much so, the entire battlefield is momentarily frozen. When a unit surrenders, nothing can harm them except enemy troops, and even then you can't be harmed by enemy troops in the DTO or ABtF! Surrendering units are not affected by a FFE or Minefield in their hex *or* the hex they are surrendering to *or* any hexes in between (A20.21). For that matter, Residual FP, Panji, Tiger Traps, and Fire Lanes become inert as well. Wire and Roadblocks are also ignored by the surrendering unit. Now the slimy part. Mines, Panji, and Tiger Traps are not revealed as they made no attack. Wire and Roadblocks are not revealed as the surrendering unit expended no MF to surrender! Which is the real (read - *game*) reason why nothing attacks our poor pathetic white counters. However, if prisoners are marched back into or across such FP or Fortification, then they get to pay the piper.

To Be or Not To Be a Guard?

That is the question! There are times when taking prisoners is not only helpful but down right imperative. How many scenarios have you read, watched, or played where you had to exit so many VP off an edge or have a certain amount of CVP somewhere? Captured enemy units/equipment either exited or held according to the VC count as normal VP during play and double VP at the end of a scenario, unless the VC specifically excludes prisoners or captured equipment.

You can guard prisoners with a total unit size number (US#) up to *five* times your own US# (A20.51). A squad can guard up to five squads *and* four SMCs. Now, that's getting your money's or VC's worth. If your guard's about to be overwhelmed, leave the battlefield. A guard and its prisoners can *always* leave the playing area via a friendly board edge and are *never* considered eliminated. Don't think so? Take another look at A20.53!

There are other times, however, prisoners can just get in the way. You may have to capture a specific Location or number of objectives. Perhaps you just have to exit so many of your own troops. While starting to capture your objectives, taking prisoners might help, or at least not get in the way. During the last part of a scenario, you may not want to do so. Maybe you have a choice to take prisoners but you need to advance into another hex for the VC and there's an enemy unit there. If you take prisoners, what will this do to your Inherent FP and CC FP (A20.52)? Do you drop Concealment so as to take prisoners but give up a possible Ambush advantage? A good squad leader needs to be aware of these decisions in advance.

What To Do With Them.

So, how can you become better acquainted with your newfound friends once you have them? To begin with, talk to them -- by way of Interrogation (E2.1). If not an option, the following should be comforting...snipers are never interested in prisoners or what they are doing. Prisoners can never generate a sniper attack (A14.1). You can have prisoners search with you for Mines, HIP Fortifications including Fortified building Locations [EXC: *Tunnel entrances*], and concealed/HIP enemy units (A12.152). If any Search Casualties happen, random selection can affect the prisoners! Prisoners can be made to clear (remove) rubble, flames, Wire, Mines, Set DC, Roadblocks (B24.7), Panji (G9.71), and non-Factory Debris (O1.5). Remember, both the guards and the prisoners are subject to HazMov (B24.71, .72, & .76) for any clearance attempt [EXC: *Wire, Mines, Panji, and the Wire on a Tetrahedron*]. Prisoners can also be made to create a path in Jungle and Bamboo (G2.7). Prisoners can be made to dig a Foxhole (B27.11). Prisoners can help Manhandle a Gun (C10.3), (un)load a Gun, and (un)hook/(un)limber a Gun. Finally, prisoners can Portage things (i.e. MG, MTR). Be careful with this last option. It could really come back to haunt you. When it come right down to it, prisoners are quite helpful!

The Big Escape.

If you get caught, you can usually attempt an escape. Unfortunately, Japanese, Italians, and non-Finish Axis Minors

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[EXC: Hungarians in Hungary] may not attempt escape, they must be abandoned. To be allowed an escape attempt, you must either wait for your guarding unit to become broken or for your Location to be engulfed in Melee -- not just CC (A20.55). Prisoners must pass a NTC to attack their guards if their guards are broken. If a Melee is going on, it's a free-for-all and no TC is required! During a Melee, prisoners have the *option* to withdraw while the broken guards *must* withdraw from Melee (A11.2 & 20.55). Oh, and don't forget the -4 DRM to your prisoner's CC DR (A11.16, 11.2)! If prisoners are allowed an escape attempt, they attack before any other CC attack (A11.33 & 20.55). If the prisoners are successful in eliminating or capturing their guards, they *immediately* rearm (A20.551). Every prisoner unit, including each SMC, has a CC FP of (1). This FP can only be used in CC if allowed an escape attempt. So, if you capture two HS or a HS and a crew, combine them immediately into an Unarmed squad so as to reduce their CC FP (A20.51). What ever you do, don't shoot your Unarmed comrades-in-arms. If you do, your opponent receives two times the CVP of what you just eliminated and it probably freed up some of his units to boot (A20.222). Also, prisoners don't break; MMC prisoners casualty reduce while a SMC prisoner wounds.

Cry Freedom.

What do you do if you manage to escape? To begin with, an escaped SMC is *always* armed (A20.551). Whether you do or do not have a leader, you can freely deploy or recombine your Unarmed squad (A1.31-.32). You can attempt to Scrounge small arms at the end of your MPh (A20.552). The chances for success, however, are low as a DR of 2 is needed. Want better odds? Scrounging Wrecks offers a 50% chance of success (D10.5)! Another fun way to rearm is with the help of your guards. If your guards are eliminated for *any* reason and there are no other enemy units in the same *Location*, the guards give you their weapons (A20.551)!

[EX: A HS guarding a HS are moving and they are both fired upon. The guard suffers a casualty MC and is eliminated. There are no other units in the same Location. The prisoner HS is immediately rearmed before its MC!]

Did you know your Unarmed unit is Good Order (A.7)? As such, they can prevent enemy broken units from routing towards them (A10.51), cause the loss of concealment (A12.14), and satisfy Exit VC (A26.23). Sometimes, your Unarmed unit becomes “armed” (e.g. Gains possession of a MG that could conceivably fire in its current (dis)assembled state *but* the Unarmed unit has no inherent small arms FP.). If so “armed”, these fiends can force enemy units to rout (A10.5), Interdict (A10.53), put ADJACENT enemy units under DM (A10.62), and gain Control of a Location/hex/building (A26.11) or Cave (G11.94). Note, there is supposed to be forthcoming errata that changes *all* Control from a Good Order unit to an *armed* Good Order unit. Just remember to be gentle with your Unarmed units as they are subject to Inexperienced Personnel restrictions (A20.5 & 19.3-.36). When rearming, only US Marines rearm as Elite -- everyone else rearms as either Green or Conscript -- proving, once again, that the US Marines are truly the best!

UPS Problems.

How do you cancel Unwanted Prisoner Service? Do you know when you can just let them go? It's the same as a SW transfer (A4.431). What happens if you abandon them with other friendly units in the same Location? Any unit in the same Location may become the guard (A20.5). What about other friendly units in the same hex? Nothing, you just lost control and freed your prisoners (A20.5). What if you leave them to your SMC? He can only guard up to a squad and a half equivalent or five SMC. Any extra prisoners are lost. (Hey, now I know what to do with that 6+1 SMC!)

Another Man's Treasure.

If you manage to keep your newfound friends and equipment until the end of the scenario, they're worth twice the normal CVP (A20.1 & 26.23). If the captured equipment is a Gun, a dm 76-82mm MTR, or a vehicle the Chinese started with, then the CVP is quadrupled (G18.44)! There is a down side to having prisoners: they count towards a vehicle's portage capacity (A20.51), a prisoner leader who is escaping *must* use his leadership modifier to affect the escape TC and CC DR of an escape attempt (A20.55), and in a stack, prisoners affect your Majority Squad Type if the total prisoners' US# is greater than or equal to the total US# of the guarding units in the same stack (E.4).

Give It a Go!

Want to put your newfound knowledge to the test? Here's a few scenarios you can try: TOT #26, *Free-For-All*; SP #16, *Hilfe Kommt*; Z #27 *The Corridor*; and SF #NL2, *Sleepy Hollow*. This last one is being playtested as I write.

Conclusion.

Have we covered everything about these poor lost souls? Undoubtedly not. This article is intended to arm you with knowledge and to encourage you to get to know your newfound friends. Although, you could just “kill them all and let God sort them out”; providing you're not wandering in the Desert (F.5). Best of all, don't give up!



The Pastor's Corner: Unarmed/Prisoner Quiz

By Robert Hammond

The Questions:

1. Can three squads, each guarding five squads, enter a 3S Foxhole?
2. Can a squad, guarding a squad, enter a 1+3+5 Pillbox?
3. If a SMC is guarding a HS, can he: Deploy? Recombine? Recover a SW/Gun? Direct fire? Rally? Search? Mop Up? Participate in a HW? Kindle? Act as a Spotter? Fire a Starshell? Use Inherent SW (i.e. PF/ATMM/MOL)?
4. Can an Unarmed squad: Prohibit Infantry from entering/passing through their Location? Conduct INF OVR? Recover a SW/Gun? prohibit recovery of a SW/Gun? Search? Mop Up? Conduct a sniper check? Capture? Guard? Attack an AFV in CC? Enter a Location that contains a Known enemy unit? Become a Temporary Crew? Participate in a HW/Banzai? Prevent an enemy unit from entering a Fortified Building Location? Kindle? Act as a Spotter? Use CC Reaction Fire? Stop a unit from Straying? Use a Starshell? Create a TH Hero? Use Inherent SW (i.e. PF/ATMM/MOL)?
5. A German squad and a Russian squad are in Melee. If both sides capture each other, what happens?
6. A German 467 squad and a Russian 426 squad are in Melee. The Russian captures the German but the German eliminates the Russian. What happens to the German squad? (Does it become a 436 or stay a 467 squad?)
7. Can an escaping unit in RB use H-to-H CC?
8. Can an Unarmed Japanese/Gurkha MMC declare H-to-H CC if the ATTACKER? If yes, would it qualify for a -1 DRM?

The Answers:

Question 1: Yes.

Question 2: No - they both would have to deploy.

Question 3:

Deploy: Yes (A1.31).
Recombine: Yes (A1.32).
Recover a SW/Gun: Yes (A4.44).
Direct Fire: No (A7.531).
Rally: Yes (A10.71).
Search: Yes (A12.152).
Mop Up: No (A12.153).
Participate in a HW: No (A25.23).
Kindle: No (B25.11).
Act as a Spotter: No (C9.3).
Fire a Starshell: Yes (E1.921).
Use Inherent SW: No.

Question 4:

Prohibit Infantry from entering/passing through their Location: No [EXC: Yes for Japanese] (A4.14, 20.54, G1.15).
Conduct INF OVR: No [EXC: Yes for Japanese] (A4.15).
Recover a SW/Gun: Yes (A4.44).
Prohibit recovery of a SW/Gun: No (A4.44).
Search: Yes (A12.152).
Mop Up: No (A12.153).
Conduct a sniper check: No (A14.4).
Capture: No (A20.21).
Guard: No (A205).
Attack an AFV in CC: No (A20.5, G1.15).
Enter a Location that contains a Known enemy unit: No [EXC: Yes for Japanese] (A20.5, 20.54, G1.15).
Become a Temporary Crew: Yes (A21.22).
Participate in a HW/Banzai: Yes (A25.23, G1.5).
Prevent an enemy unit from entering a Fortified Building Location: Yes (B23.922).
Kindle: Yes (B25.11).
Act as a Spotter: Yes (C9.3).
Use CC Reaction Fire: No (D7.21).
Stop a unit from Straying: Yes (E1.532).
Use a Starshell: Yes (E1.921).
Create a T-H Hero: No (G1.421).
Use Inherent SW: No.

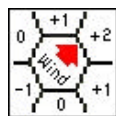
Question 5: Nothing (A20.211).

Question 6: Stays a 467 squad.

Question 7: Yes.

Question 8: Yes; No [EXC: unless attacking with other non-pinned, non-ambushed, armed Infantry/Cavalry].

OUCH!



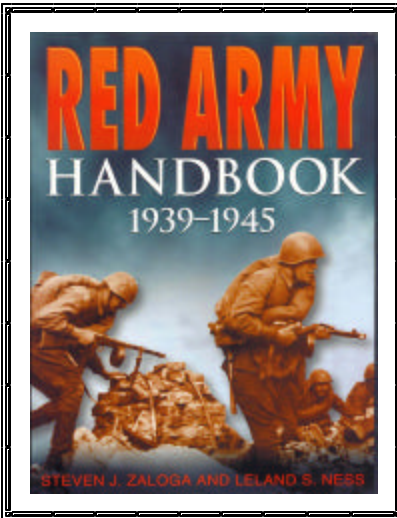
Sometimes, despite the best efforts of scenario designers to protect players from themselves, players manage to achieve the impossible. In a playing of *A Legend is Born (BRT6)*, Paul Simonsen and I squared off against Dave Reinking and Scott Thompson. Our Marines start the scenario with 6 free +3 Smoke counters to help cover our initial assault off the beach. Well, my mojo ran cold that day as I boxed the initial Wind Change DR and watched our cover blow away! To add insult to injury, Paul and I followed that exploit up by red-carding BOTH OBA modules in the PFPh. Not a good day for the Gyrenes on Betio...

-Matt Cicero

Book Review: Red Army Handbook 1939-1945

by Matt Cicero

So you've been toying with a new scenario design featuring a clash between German and Russian forces near Stalingrad in 1942. You've been able to pull some terrific information about the German troops involved, including some fairly detailed data



ISBN: 0-7509-1740-7

on the organization structure of units and the availability of arms. It's the Russian side of the equation, though, that has you fretting. Well, Zaloga and Ness are here to help.

The Red Army Handbook (RAH) is a valuable addition to any WWII junkie's library. Its concise descriptions of the background, organizations and equipment of the Red Army throughout the war years will be most appreciated by the scenario designers among us. The RAH is one of several volumes in the "Handbook" series by Sutton Publishing which also includes the British Army Handbook, German Army Handbook, U.S. Army Handbook and USAAF Handbook.

The RAH is divided logically...Infantry, Armor, Cavalry, Artillery and Special Units all receive their own chapter. Three additional chapters detailing the weapons of the Armor, Infantry and Artillery forces rounds out the book.

Each of the first 5 chapters is organized to convey the most information in the least space. A standard TO&E is established at the outbreak of war for a typical military formation, say an Infantry Division. Major influences on this organization over time are then described and the resulting reorganization of the TO&E is then illustrated with a new table. The tables are very detailed with platoon level information and breakdowns not just by equipment types but also by equipment caliber. So we see not only the number of MGs present in a given company but also whether they were light, medium or heavy MGs. Cavalry, Artillery and Ar-

mor formations are handled similarly, though in the case of tank formations, there are sometimes aggregations of vehicles into categories such as "light tanks" and "armored cars" rather than explicit identification of vehicle types. Nevertheless, the text often helps fill in the gaps and provide a bit more detail about these aggregations.

The final 3 chapters are dedicated to the weapons of the Red Army. Armored vehicles are identified with pictures, detailed physical specs (such as armor thickness, crew size, road speed and size) as well as descriptions of the strengths and weaknesses of each. Infantry weapons are detailed briefly by type and function with some production information to round out that chapter. The artillery chapter details Russian guns of all types and "OBA" in much the same way as the armored vehicles...performance statistics, pictures, strengths, weaknesses and production figures.

Overall, I found this reference book to be very valuable as a starting point for research. The detailed TO&E tables were very useful as were the reference pictures. It is enough to give you some basic ideas about how many of what should be in your scenarios' OBs, given a point in time. The book is not (nor does it claim to be) a resource for specific units or formations. That means you'll be hunting through other resources for specific details of what the 5th Shock Army was up to in 1944 and what were its constituent formations.



Words That Echo...

"I have never heard or read of this kind of fighting. These people refuse to surrender..."

**Major General Alexander Archer Vandergrift,
Guadalcanal, August 1942.**

The Many Faces Of ASL

By Matt Cicero

The hotel ballroom was filling up nicely as players manhandled their wagonloads of ASL stuff through the double door entrance. West Coast Melee V was off to a great start on another warm and sunny Southern California day. I was lucky. Jim and Paul were covering the registration line with ease which gave me a few moments' grace to look over our guests and to ponder one of life's mysteries...what kind of person plays ASL? I decided to wander the room and listen in on the players. Much to my surprise, I started to figure it out. There is no one person that plays ASL...there are, in fact, many different types...each with their own motivation. Here are the ones I was able to identify before Jim put the hook on me to get back to work.

The Power Gamer

"Stop over on Friday...I think if we push it, we can get RB CG III done by Monday..."

The Rules Lawyer

"It doesn't exactly EXCLUDE vehicles, now does it...sorry dude, but he's dead!"

The Competitor

"Look, I don't want to be a jerk, but A.2...no reinforcements for you!"

The Socialite

"...so she stayed the night! What? Oh, yeah...uh...I guess I'll shoot these guys..."

The Mathematician

"If I give the LMG to the 548, he has an 8 flat, but he is still a 4 flat if he assaults...hmmm, wasted FP..."

The Statistician

"You have a 27.5% probability, plus or minus 5%, of winning, given your setup..."

The Historian

"Now THAT tank just plain wasn't THERE! Only the 3^d had 'em! Who wrote this scenario?"

The Anecdoter

"Did you know that when Patton was 12...oh, sorry, am I distracting you?"

The Dabbler

"This is cool...wanna try a hand of Magic: The Gathering later?"

The Designer

"Hmmm...what if this scenario was on Board 19...no, no... Board 16...what? Oh, ok...is it my MPH?"

The Veteran

"...come on...those damn things NEVER broke...you could dump 'em in mud and still fire...crappy rule!"

The True Player

"Oh, I don't care...I'm just here to play...you pick the scenario...yeah, pick a side...no problem..."

The Snob

"It's so nice to sit down to such an extraordinarily complex game for once...my old Club thought hearts was the epitome of entertainment..."

The Wargamer

"I used to play a lot of D&D but I wanted to drop the 'geek' image so I took up ASL instead..."

The Abstract Thinker

"I see the flow of this scenario...yes, I begin to grok the possibilities for victory..."

The Problem Solver

"I'll have to take this building in order to take that one and that means the tanks need to go here..."

The Brainiak

"Since you have three stacks of three covered by a '?', a HS showing in G7 and the date is June 1944, A5 must contain your 9-2!"

The Manipulator

"Yes, you COULD shoot now...but I just might WANT you to do that..."

The Tactician

"I executed my plan perfectly, what do you mean I just lost cause you rolled a 2?!"

The Gambler

"Yeaha! You had me, boyo... but the dice love ME, baby! I'm off to Vegas!"

The Perfectionist

"Now THAT is a defense! And heck...only two hours to set up! Pretty quick, huh?"



Game Design, DYO...Why Do We Do It?

By Bryan Earll

People have been designing games since the dawn of mankind. Even today, with centuries worth of different games designed, modified, or created people just keep plugging away. Games are present in every culture. Children if left alone with nothing at all will make them up. Games represent sophisticated interaction between people that stimulates and empowers, provides relief from daily survival and yet teaches its own skills in social survival.

"Classic" games, played by adults, are scholarly works and represent some of the finest thinking on the planet. Chess, Bridge, Go, Mahjong are studied and practiced because the rules have been laid out so well that the very small differences win games. ASL is young...still growing, still being developed (although many a game IS won by a small difference!). It is a "best" interpretation of the imperfect science of warfare. Certainly there are other examples of battle recreation, some arguably more pure, more historical, more detailed. ASL, however, provides something else...something special and fairly unique.

ASL's players defend and praise their game for a simple reason: it lets you get creative. ASL provides more variety, more choice, than any other war game. It lets you recreate a seemingly endless array of battles in the largest war this planet has ever seen. It could, MMP willing, also provide a background of rules to take into account all of the modern battles and armies since WW II. I believe in time it will, because we as players and I daresay as humans, continue to have insight and will continue to create.

But re-creation is not always creation...and ASL lets you get creative. Want to relive an obscure battle? Design a new scenario. Want to recreate the impact of a lightning storm on an engagement? Design a new SSR for your scenario. Want to see how a horde of cavalry would do against some dug in defenders? Pull out the DYO rules. ASL gives you the foundation and then lets you get creative.

Now many would say that if there isn't some historical basis, a given scenario or rule would not really be acceptable in ASL. I would concede that this is true. Why? Because the very notion of the game is of a historical nature. Space aliens landing and taking on a company of panzer grenadiers just didn't happen, and wouldn't attract much attention amongst the faithful. Harkening back to my youth, the Dragon magazine actually had an article detailing combat between a group of D & D characters and the unlikely grenadiers. Why? Because in that universe anything was possible. In our game, things must be nominally historical, because it is in the game's ethos. So maybe I should really say, ASL lets you get tactically creative.

What then makes a good new rule or scenario? One that brings new thought or demands skill to play. I will venture further by saying that sometimes the best new ideas are simply good artwork or a unique way of looking at something. Bring on the new maps. Bring on the all-SMC scenarios. Take a chance on a rule update that gives a morale of 8 to elite Italians. Use the DYO rules to set up a new CG with maximum FoW. As long as it makes you think and stretches your mind and tests your skills. This game is young enough that you can still make a difference and leave your mark. Your ideas might make it into the next version of the ASLRB or the most popular scenario pack ever distributed. ASL encourages you to get creative...so stop thinking about how the game could be better and start writing down all your scenarios, CGs and what not. A few rounds of playtesting later and you just might be proud to find out that you have contributed, perhaps indelibly, to our own sense of history, ASL.



Medal of Honor Recipient

Jake W. Lindsey

Rank and Organization: Technical Sergeant, U.S. Army, 16th Infantry, 1st Infantry Division.

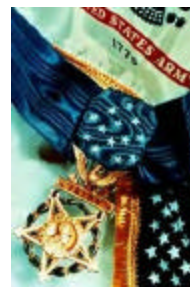
Place and Date: Near Hamich, Germany, 16 November 1944.

Entered Service: Lucedale, Mississippi

Birth: Isney, Alabama

G.O. No.: 43, 30 May 1945.

Citation: For gallantry and intrepidity at the risk of his life above and beyond the call of duty on 16 November 1944, in Germany. T/Sgt. Lindsey assumed a position about 10 yards to the front of his platoon during an intense enemy infantry-tank counterattack, and by his unerringly accurate fire destroyed 2 enemy machinegun nests, forced the withdrawal of 2 tanks, and effectively halted enemy flanking patrols. Later, although painfully wounded, he engaged 8 Germans, who were reestablishing machinegun positions, in hand-to-hand combat, killing 3, capturing 3, and causing the other 2 to flee. By his gallantry, T/Sgt. Lindsey secured his unit's position, and reflected great credit upon himself and the U.S. Army.



Passing the Crossroads

By Paul Simonsen

As some of you may know, the ASL Crossroads site was recently closed down. This was a sad event for me personally since it was the first ASL site I found online back in 1994. It pointed me to the ASL Mailing List and the SoCalASL Club. So, it is with great pleasure that I announce the resurrection of the ASL Crossroads courtesy of the SoCal ASL Club!

For the curious, here's what happened. The webmaster at the War Times Journal let me know that he had to restructure his website... and as a result, the ASL Crossroads would need to be shut down. Since the Crossroads has been a valuable tool for the ASL community and I had been helping to maintain it on the WTJ site, I offered to pick it up and give it a new home on our Club's site, socalasl.com.

Shortly after that, I received an email from Jacques Cuneo (the original creator) wanting to know what had happened to the Crossroads. He liked the idea that socalasl.com would host the Crossroads and we are still in communication regarding the site. He & well, by the way, doing the married, kids, home and "ASL in the spare time" thing.

I have been working on the Crossroads piece by piece. First up was to clean up the link list since it seemed that this was the most frequently used portion of the Crossroads. I made the link list part of the Club website in a way that links can be created or modified as soon as the request comes in. That means you all should be able to get links set up quickly if they aren't there already!

There are still other areas of the Crossroads to put back online. When time permits, I will add the AARs found on the Crossroads into our Online AAR section. I will also be creating a new page to list some of the other articles, notes and other ASL information that was available previously. The most important thing is that folks keep testing the Crossroads, sending in new links and letting me know what else to add. The Crossroads is back and the SoCal ASL Club plans to keep it alive for a long time!

Scenario Cheat Sheet

By Matt Cicero

Enclosed with this newsletter is the Cheat Sheet for:

WINTERGEWITTER (A70) (95 Annual)

Once again I have fashioned a play aid that combines the basic statistics of vehicles and guns, their special notes and any special influences caused by the scenario...SSRs, the date, etc. Take a look and let me know what you think! And please send me a note if you find an error! -ed.

Challenge Cup Standings as of August 2, 2002

Only Active Members are Listed. Highlighted Members have qualified already.
Gonzo: 5/win, 1/loss, 3/tie, 1/playtest. Finesse: based on how hard a record is to achieve.

Member Name	Wins	Losses	Draws	Gonzo Points	Gonzo Rank	Finesse Points	Finesse Rank
Rob Stai	12	8	0	68	1	1.46	1
Eric Visnowski	11	10	0	65	2	1.02	4
Robert Hammond	9	6	0	51	3	1.32	3
Scott Thompson	8	5	0	46	4	1.37	2
Dave Reinking	8	3	0	43	NA	2.89	NA
Fred Timm	8	2	0	42	NA	5.49	NA
Steve Treatman	6	10	0	40	5	-1.61	5
Matthew Cicero	6	2	0	36	NA	2.46	NA
Brandon Liesemeyer	6	1	0	31	NA	5.5	NA
Karl Fisher	4	3	0	23	NA	1.06	NA
Nadir El-Farra	4	3	0	23	NA	1.06	NA
Cloyde Angell	4	2	0	22	NA	1.32	NA
David Nicholas	4	2	0	22	NA	1.32	NA
Jim Aikens	4	2	0	22	NA	1.32	NA
Matt Romey	4	2	0	22	NA	1.32	NA
Bryan Earll	3	3	0	21	NA	1	NA
Herman Frettlöhr	4	1	0	21	NA	2.27	NA
Sean Geraghty	3	6	0	21	NA	-1.57	NA
Sheldon Ryland II	4	1	0	21	NA	2.27	NA
Grady Neely	2	10	0	20	NA	-13.7	NA
David Myers	3	4	0	19	NA	-1.07	NA
Raymond Woloszyn	3	4	0	19	NA	-1.07	NA
Eric Johnson	3	3	0	18	NA	1	NA
Bruce Kirkaldy	3	0	0	15	NA	3.68	NA
David Rosner	2	4	0	14	NA	-1.33	NA
Robert Feinstein	2	3	0	13	NA	-1.09	NA
Chris Castellana	2	2	0	12	NA	1	NA
Paul Simonsen	1	7	0	12	NA	-9.02	NA
Phil Seymour	2	2	0	12	NA	1	NA
Scott Faulk	2	2	0	12	NA	1	NA
Rob St. Clair	2	0	0	10	NA	2.25	NA
Gene Riemenschneider	1	4	0	9	NA	-2.28	NA
David Perham	1	3	0	8	NA	-1.59	NA
Eric Morton	1	3	0	8	NA	-1.59	NA
Karl Johnson	1	3	0	8	NA	-1.59	NA
Joel Berryhill	1	1	0	6	NA	1.17	NA
Charles Hammond	1	0	0	5	NA	1.73	NA
Kevin Ryan	1	0	0	5	NA	1.73	NA
Bill Carroll	0	3	0	3	NA	-3.69	NA
Mario Goldgorin	0	3	0	3	NA	-3.69	NA
John Knowles	0	2	0	2	NA	-2.26	NA
Ron Mosher	0	2	0	2	NA	-2.26	NA
Steve Svare	0	2	0	2	NA	-2.26	NA
Dale Zapata	0	1	0	1	NA	-1.74	NA
David Sessions	0	1	0	1	NA	-1.74	NA
Don Petros	0	1	0	1	NA	-1.74	NA
Brian Abela	0	0	0	0	NA	1	NA
Dan Plachta	0	0	0	0	NA	1	NA
Dave Coleman	0	0	0	0	NA	1	NA
Ed Kemp	0	0	0	0	NA	1	NA
Lance Roberts	0	0	0	0	NA	1	NA
Stance Nixon	0	0	0	0	NA	1	NA

Challenge Cup rules are posted at socalasl.com. You can also contact our Challenge Cup Coordinator, Matt Romey, with any questions: ChallengeCup@socalasl.com

("President's Corner" Continued from page 1)

Web Site. We then have a Regional Director contact them, provide them with one of our '7-0 Leader' packs, and determine from them how the Club can best assist them, be it instruction, contacting other local players, answering questions, providing event information, whatever. The Regional Directors have been in place since WCM. Supporting them with in-store business cards should really make this effort take off.

Promote: So how do we promote play? I see this as a three-prong effort. First, there's the Club Ladder. As some of you old-timers might remember, this thing was dead just a few years ago. Thanks to some innovations and Matt Romey's able management, it is now an intricate part of our Club. Second, there are the One Day Tourneys. The fact that we're able to draw 20-30 players to a One Day is not an accident. Sure, we have a large base of players, but that's only part of it. We provide interesting formats, set event dates far in advance, and most importantly, we get the word out, via our e-group list, Web Site and this newsletter. We have earned the trust of our membership to know that when we announce an event, they can be sure it will be well organized. Third, we have our newest effort, the "Playtest Project". Matt Romey has compiled a group of scenario designs from our Club members and begun the process of developing them into a scenario pack for future distribution. In May we held an informal 'playtest day' at Brookhurst Hobbies in Garden Grove. Members came and helped playtest these scenarios. We got a lot done in a short time, and we'll continue to hold them periodically.

Our Club logo says we're the "ASL Fanatics". If fanatic troops lead the way, then I think we're living up to our self-description. The officers and members of SoCalASL are leading the way in organization and innovation among ASL clubs, and living up to our goal to "Promote, support and expand the ASL hobby". I look forward to seeing all of you at our upcoming events.

President@socalasl.com

("Marching Orders" Continued from page 1)

Almost final results:

FRASL vs SoCal

Tom Repetti	vs	Matt Romey:	Blood Enemies [J48]	SoCal Win
Bill Stevens	vs	Chuck Hammond:	Abandon Ship [WCW5]	SoCal Win
Zeb Doyle	vs	Robert Feinstein:	Eye of the Tiger [WCW7]	SoCal Win
Greg Hubbard	vs	Nadir El-Farra:	Panthers in the Mist [KGP 3]	SoCal Win
Jerry James	vs	Scott Faulk:	The Bridge of Verdalsora [J36]	FRASL Win (forfeit)
Tom Jazbutis	vs	David Meyers:	Battlin' Buckeyes [J2]	FRASL Win
Seth Sparks	vs	Sean Geraghty:	Death at Carentan [A59]	Still Playing! (What?! -ed.)

Final tally: 2-4 (FRASL-SoCal)

If you ever get a chance, we highly recommend a friendly little VASL tourney with another ASL Club. Its fun and it gives you a chance to get to know a bunch of folks who you just might bump into at a FtF tournament one day.

Finally, I would like to welcome our newest members, Dale Zapata, Ed Kemp, and Ray Woloszyn. We are excited to have you join us and look forward to seeing you at our next One Day Event at Biola!

That's my bit for this issue. Let me know what you think and please consider writing an article in the future...I am especially interested in reviews of scenarios you've enjoyed, book reviews, trips to military museums (with pics!), tactics tips and fun stuff. Drop me a line if you have an idea.

Editor@socalasl.com



Upcoming Events...

08/10/02: Dog Days of Summer One-Day
08/31/02: Playtest Day (tentative)
11/09/02: North-South Challenge Tourney

The Southern California ASL Club

President	Jim Aikens President@socalasl.com
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San Diego Regional Director	Robert Feinstein SanDiego@socalasl.com

Contributors

Jim Aikens, Matt Cicero, Darry Deaton, Bryan Earl, Robert Hammond, Paul Simonsen

Credits

Frank, Richard B., Guadalcanal: The Definitive Account of the Landmark Battle, Random House, Inc., 1990.

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MoH Citation: U.S. Army Center of Military History; <http://www.army.mil/cmh-pg/moh1.htm>

Thanks to Rodney Kinney for the use of VASL map/counter images. ASL and all its components are copyrighted and trademarked by Hasbro.

Dec 1942

WINTERGEWITTER [A70]

Annual '95

NOTE: By SSR, ALL vehicles (both sides) have Winter Camouflage.

Pz IV F2	75L	ID:	Pz III J	50L	ID:	Pz III N	75*	ID:
MP (Full-Track): 14	AF	H T	MP (Full-Track): 13	AF	H T	MP (Full-Track): 13	AF	H T
Size Mod: +0	Front	6 6	Size Mod: +0	Front	6 6	Size Mod: +0	Front	6 6
Turret: T	S/Rear	3 4	Turret: T	S/Rear	3 4	Turret: T	S/Rear	3 4
MA: A5, S8, sD6 T 75L ROF:1			MA: A6, sD7 T 50L ROF:2			MA: H9, S9, sD7 T 75* HE Only ROF:1		
SA:			SA:			SA:		
AP TK: 17, HE TK: 7, APCR: 20			AP TK: 13, HE TK: 6, APCR: 17			HE TK: 7, HEAT TK: 13		
MGs: (B/C/AA/R) 3 / 5 / -			MGs: (B/C/AA/R) 3 / 5 / -			MGs: (B/C/AA/R) 3 / 5 / -		
Notes: N,S GP: N CS: 6			Notes: N, S GP: N CS: 6			Notes: B, N, S GP: N CS: 5		
No special notes.			No special notes.			HEAT ammo is available as of May 1942.		

SPW 251/1	ID:
MP (Half-Track): 16	AF H T
Size Mod: +1	Front 1 1
Turret: OT	S/Rear 1 1
MA: AAMG ROF:1	
SA:	
AP TK: 4	
MGs: (B/C/AA/R) - / - / 3	
Notes: C, N GP: N 15PP/T7 CS: 5	
No special notes.	

SPW 250/1	ID:
MP (Half-Track): 18	AF H T
Size Mod: +1	Front 1 1
Turret: OT	S/Rear 1 1
MA: AAMG ROF:1	
SA:	
AP TK: 4	
MGs: (B/C/AA/R) - / - / 3	
Notes: N GP: N 9PP/T9 CS: 4	
No special notes.	

T-34 M43	76L	ID:
MP (Full-Track): 16	AF	H T
Size Mod: +0	Front	11 11
Turret: RST	S/Rear	6 6
MA: A4 T 76L ROF:1		
SA:		
AP TK: 13, HE TK: 7, APCR: 14		
MGs: (B/C/AA/R) 2 / 4 / -		
Notes: None. GP: N CS: 5		
RST: Can not fire MA or CMG while CE.		

Matthew Cicero
Alpha: 080202